CLUB DRIVE

JAGUAR

GAME MANUAL
MANUEL DE JEU
SPIELANLEITUNG

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ATARI INFO CONSOMMATEUR
36.68.00.16 (3.19 LA MINUTE)

Read before using your Atari video entertainment system!

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING: to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CLUB DRIVE

JAGUAR™ 64-BIT

INTERACTIVE MULTIMEDIA SYSTEM

GAME MANUAL

NOTE: Animation is the property of the makers of the game. Do not display or copy. This game is the property of the makers of the game.

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INTRODUCTION

In the year 2098, where do you go on vacation? Club Drive, of course—the most exciting theme park of the 21st century.

Club Drive was opened just after driving was once again legalized. Driving had been illegal for safety reasons for more than 50 years, until Doctor Lawrence Phosphotuos' breakthrough discovery.

In his cerebration processing study involving safety and smart materials, the doctor developed algorithms that could be mathematically proven to be safe. Thus, the driving ban was lifted for these indestructible vehicles, and Club Drive was born.

Take Club West Exit and chase down your opponent in a fast paced game of tag through the main streets of a real ghost town. Get off on Harbor Drive and test your wheels in a skateboard park—for cars! Turn on 2010 Century Court and race through San Francisco. Then take his Scenic Lane and experience what it's like to be a toy car and race through your neighbor's house.
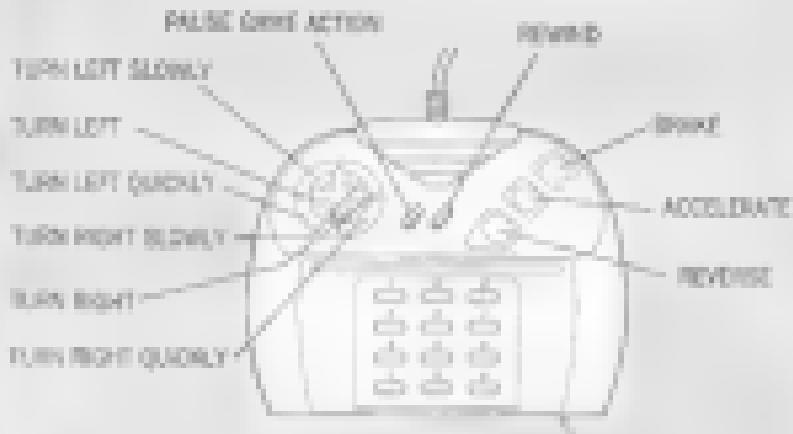
It's your chance to do stuff with a car you've never dreamed of!

GETTING STARTED

1. Insert your JAGUAR CD Club Drive cartridge into the slot of your JAGUAR 64-Bit Interactive Multimedia System.

2. Press the POWER button.

3. Press the A, B or C button to discontinue the title screens.

GAME CONTROLS

PAUSE/GAME OPTIONS

CAR DRIVE ACTIONS

REVERSE

TURN LEFT QUICKLY

TURN LEFT

ACCELERATE

TURN RIGHT

REVERSE

TURN RIGHT QUICKLY

1	2	3	Sidestep
			Point of you view
			Comment on a shot
			Map options (Option and Tag events only)
			Call in (Tag events only)
			Comment on a shot
			Options: camera
			Read comment (Collect and Tag events only)
			Music
			Next radio station
			Previous radio station
* plus #			Restart game
* plus B			Exit current game

MAIN GAME MENU

Press a fire button to bypass the title screens and reach the Main Game Menu. To make a selection in the Main Game Menu, press the joypad up or down to toggle through the various choices, and press a fire button to call up that selection's sub menu.

To toggle through the different game selections in the sub menu, press the joypad left or right. (Press the joypad in any direction to highlight a Word.) Press a fire button to enter all your selections and return to the Main Game Menu. Move down to start and hit ten to begin play. You'll find the following in the Main Game Menu:

Game

Here you can select the game you wish to play: Collect, Tag or Race. You can also choose 1 or 2 player mode and the duration of each game.

Collect (5, 10, 20, 30, 40)

Laps (1-6)

Tag (30, 60, 90, 120, 180 seconds)

World

Here you can choose what world you'd like to drive in. Velocity Park, San Francisco, The Old West and Jerome's Pad

Player 1 Car

Use this menu to set car color.

Player 2 Car

Use this menu to set car color.

Options

Here you can adjust the music and sound effects volume, select the speed of your car, and reconfigure your control assignments

Start Game

Begin play

MEMORY SAVE

Music and sound effect volume, the speed of your car, control assignments and high score table, as well as the last level completed are retained in the cartridge even if you have turned off your JAGUAR 64-Bit Interactive Multimedia System. The cartridge will store up to 100,000 charges. After 100,000 charges have been recorded, no more charges will be retained. To clear the currently saved charges, press *, Option and # while on the Club Drive Main Game Screen.

OPTIONS MENU

To access the Options Menu, select Options on the Main Game Menu. To make a selection in the Options Menu, press the joypad up or down to cycle through the available options and press the joypad left or right to make your adjustments.
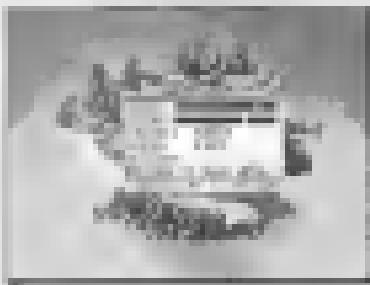
CLUB DRIVE WORLDS

Cruise down Highway 64 and embark on a 3D racing adventure right out of the 21st Century—through four massive rubber burning theme parks. Push to world rebels have two types of areas to play the different games in: one that the racing games will occur in, and another smaller arena for games like Tag and Collect.

Velocity Park

Test your wheels, and balance in a skateboard park—for fun! Race the pedal to the metal and climb banked walls, do 360s and loop-de-loops on dipping ramps, get dizziness under tunnels, and skirt around all kinds of polygonal obstructions.

San Francisco

Race through the streets of San Francisco. Race it on a mini-coaster of steep hills and dips, do doughnuts in a two-level parking garage, bury the needle along the coast, weave through towering skyscrapers and past residential neighborhoods, tear across the Golden Gate Bridge... and be sure to stay out of the Bay! Over 70 recorded miles await you.

Please note: Tag, Collect, and 2-Player Race all take place in the parking garage only.

The Old West

Yee-haw! Chase down your opponent in a 140 mph-plus game of tag through a real ghost town. Rev up the redline through crappy canyons, blaze down Main Street, plow through more shafts, and tackle "boot hill." It's more fun than a porcupine in a big trough!

Jeramie's Pad

Experience what it's like to be a toy car—with a spacious duplex as your racetrack. Race under the sofa, through the hallway, between the cat's legs, around the toilet and onto the coffee table. It's your chance to do things with a car Henry Ford would've never dreamed of in the privacy of your own home.

GAMES

Collect

This game lets you earn points for crashing into stuff. Brightly colored objects appear randomly and you've got

to drive your car into them. The first car to hit the object gets a point. The player with the most points wins.

Tag (two players only)

It's crash or derby—JAGUAR style! Choose a world and take on a buddy in a metal-mashing game of car tag. The first player to remain "not it" the longest wins

Race

Choose a world—race solo or grab a buddy—and go for it in a 64-bit road race! There are no boundaries out here, just plenty of buildings to avoid, walls to climb, roads to tame and tunnels to scream through.

GAME PLAY

DIRECTION

TIME
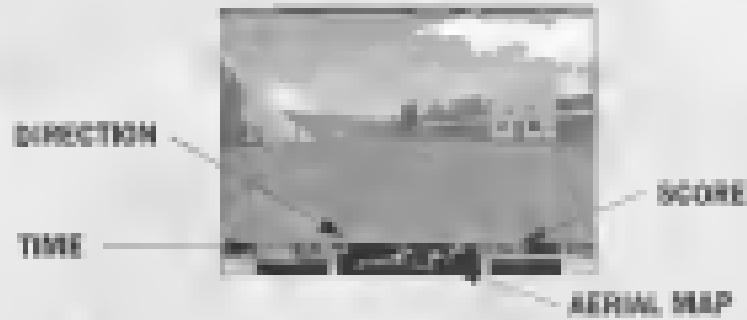
SCORE

AERIAL MAP

Direction
Displays the direction you are traveling

Time
Displays how much time has elapsed

Score
Displays your current score

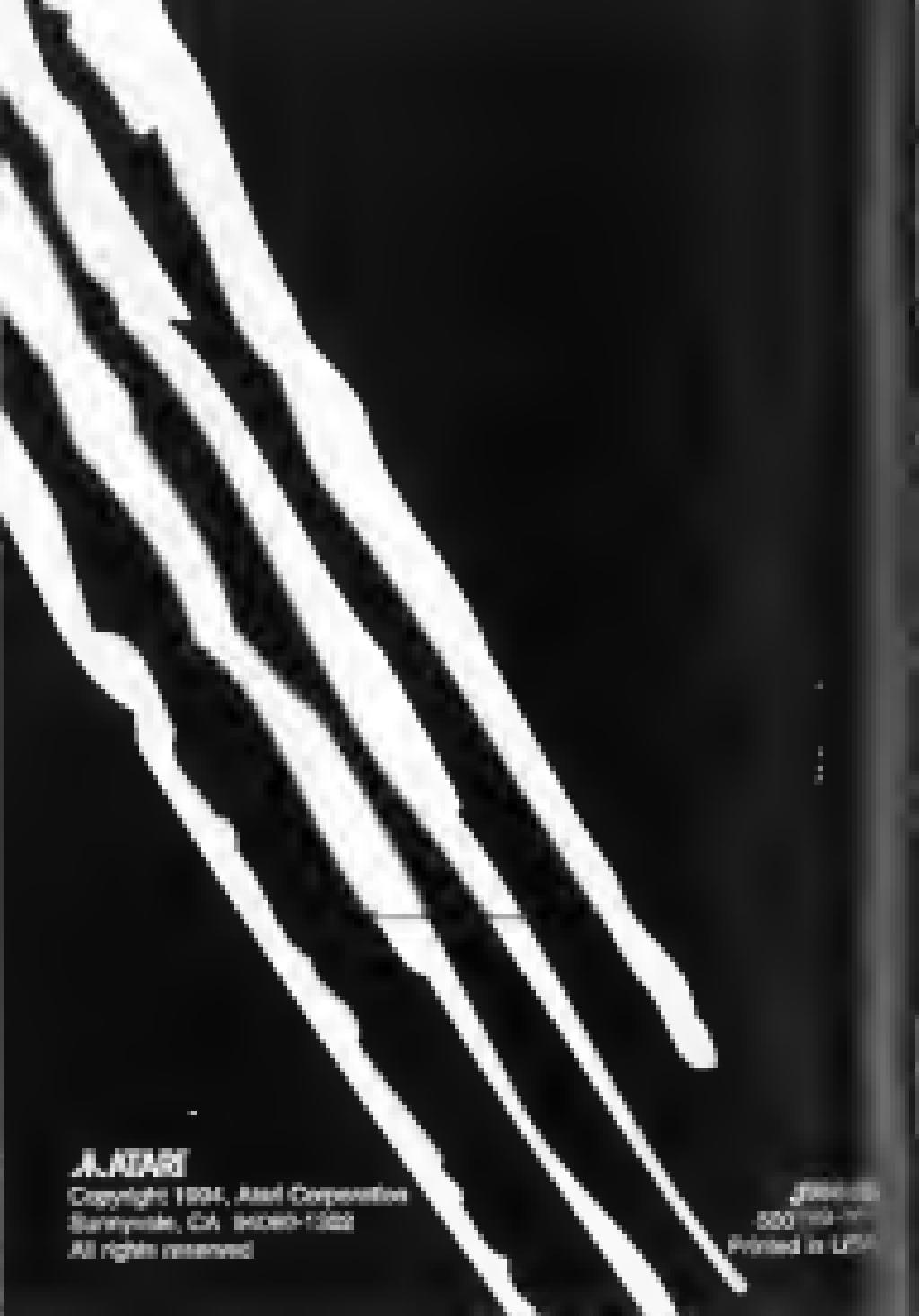**Aerial Map**
Displays a top-down view of all the action

CREDITS

Lead Programmer   Todd Powers

Programmers   Eric Smith
Eric Gerner

Producers   Craig Suko
James "Purple" Hampton

Lead Artist   Ed Pearson

Artists   Ken Saunders
Jeffrey Gatrell
B.J. Wenn

Music Director   James Grunke

Music and Sound   M. Stevens
Wiley Evans
James Grunke
Jerry Gerber

Lead Testers   Lance Lewis
Dan McNamee

Testers   Hiem Cosra
Scott Hunter
Andrew Keim
Joe Sooba

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